

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	0	(augment\$4 with reality with gram\$4)	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/02/09 11:07
L2	50	augment\$4 with reality with (game gaming)	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/02/09 11:09
L3	1	2 and (multiuser (multi near user) multiplayer (multi near player))	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/02/09 11:13
L4	85	virtual and augment\$4 and (track\$4 locat\$4) with player and (RFID tag tagging)	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/02/09 11:12
L5	61	4 and (context\$4 situation\$4) same (user player)	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/02/09 11:13
L6	21	5 and (multiuser (multi near user) multiplayer (multi near player))	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/02/09 11:14
L7	21	6 and (monitoring tracking filtering analy\$4)	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/02/09 11:16
L8	0	7 and wearable near comput\$4	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/02/09 11:16
L9	3	wearable near comput\$4 and augment\$4 and virtual and display\$4 and (track\$4 trigger\$4) with player	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/02/09 11:17
L10	2	("2003/0024975").URPN.	USPAT	OR	ON	2006/02/09 11:19
L11	12	("20030024975" "5296884" "5422814" "5596494" "5642285" "5726660" "5926116" "6144375" "6173239" "6282362" "6504571" "6564263").PN	US-PGPUB; USPAT; USOCR	OR	ON	2006/02/09 11:23

L12	39	gaming and players and generat\$4 with virtual with (sensor\$4 sensor trigger\$4 track\$4)	US-PGPUB; USPAT; USOCR	OR	ON	2006/02/09 11:25
L13	0	12 and (receiv\$4 present\$4) with game near information	US-PGPUB; USPAT; USOCR	OR	ON	2006/02/09 11:26
L14	1	12 and (receiv\$4 present\$4) with game near information	US-PGPUB; USPAT; USOCR	OR	ON	2006/02/09 11:26
L15	1	("2003/0236110").URPN	USPAT	OR	ON	2006/02/09 11:27
L16	5	("20030059210" "20030236110" "5360277" "6151541" "6438565").PN.	US-PGPUB; USPAT; USOCR	OR	ON	2006/02/09 11:28
L17	5	("5938721" "6169498" "6091816" "6089943" "5796351").pn.	US-PGPUB; USPAT; USOCR	OR	ON	2006/02/09 11:59
L18	0	17 and (context\$4 situation\$4) with (user player)	US-PGPUB; USPAT; USOCR	OR	ON	2006/02/09 11:32
L19	1	"6460036".pn	US-PGPUB; USPAT; USOCR	OR	ON	2006/02/09 12:48
L20	500	463/36,42,1.CCLS. and (present\$4 receiv\$4) same game with information and (trigger\$4 track\$4)	US-PGPUB; USPAT; USOCR	OR	ON	2006/02/09 12:49
L21	9	20 and (provid\$4 geneart\$4 creat\$4) with virtual with (sensor device trigger\$4 tracker)	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/02/09 12:51
L22	0	21 and monitored with context\$4 with (user player)	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/02/09 12:51
L23	0	21 and monitor\$4 with context\$4 with (user player)	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2006/02/09 12:51



[Web](#) [Images](#) [Groups](#) [News](#) [Froogle](#) [Local](#) [more »](#)

"augmented reality game" "wearable computer"

[Search](#)

[Advanced Search](#)
[Preferences](#)

Web

Results 1 - 20 of about **534** for "**augmented reality game**" "**wearable computer**". (0.38 seconds)

[PDF] [MIND-WARPING: Towards Creating a Compelling Collaborative ...](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

presents a developing multi-player **augmented reality game**, ... ears, the **wearable computer** can "see" as the user sees and "hear" as the user hears. ...

[www.cc.gatech.edu/ccg/publications/mind-warping-iii2000.pdf](#) -

[Similar pages](#)

Sponsored Links

Augmented reality

Augmented Reality applications and solutions

[www.t-immersion.com](#)

[Towards Augmented Reality Gaming](#)

For example, an **augmented reality game** may be as simple as a scavenger hunt of ... The GM could use such a map on his **wearable computer** to monitor plot ...

[www.cc.gatech.edu/ccg/publications/imagina2000/](#) - 55k - [Cached](#) - [Similar pages](#)

[[More results from www.cc.gatech.edu](#)]

[New Scientist Breaking News - Human PacMan hits real city streets](#)

Players enter the game by donning a **wearable computer**, headset and goggles before choosing to play the role of PacMan or one of the Ghosts. ...

[www.newscientist.com/article.ns?id=dn6689](#) - 43k - Feb 8, 2006 - [Cached](#) - [Similar pages](#)

[BBC NEWS | Technology | Pacman comes to life virtually](#)

Players equipped with a **wearable computer**, headset and goggles can physically ... the **augmented reality game** allows gamers to play in a digitally-enhanced ...

[news.bbc.co.uk/2/hi/technology/4607449.stm](#) - 39k - Feb 8, 2006 - [Cached](#) - [Similar pages](#)

[PDF] [Guided by Voices: An Audio Augmented Reality System](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

a simple **wearable computer** and a RF based location system to play digital sounds ... immersive **augmented reality game**. Although we have used this system to ...

[www.icad.org/websiteV2.0/Conferences/ICAD2000/PDFs/LyonsGBV.pdf](#) - [Similar pages](#)

[pasta and vinegar » Augmented Reality Game Design](#)

Augmented Reality Game Design. December 8, 2005 at 11:39 pm · Filed under Tangible/ ... at the **Wearable Computer Lab** at the University of South Australia. ...

[tecfa.unige.ch/perso/staf/nova/blog/2005/12/08/augmented-reality-game-design/](#) - 17k - [Cached](#) - [Similar pages](#)

[DBLP: Thad Starner](#)

28, EE · Kent Lyons, Thad Starner: Mobile Capture for **Wearable Computer Usability** ... towards creating a compelling collaborative **augmented reality game**. ...

[www.informatik.uni-trier.de/~ley/db/indices/a-tree/s/Starner:Thad.html](#) - 47k -

[Cached](#) - [Similar pages](#)

[PDF] [MIND-WARPING: Towards Creating a Compelling Collaborative ...](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

presents a developing multi-player **Augmented Reality Game**, ... community of **wearable Computer** users, without the need to ...

[iwear.tzi.de/papers/mind-warping-iii2000.pdf](#) - Supplemental Result - [Similar pages](#)

[Filmmaker Magazine: Blog](#)

"Players equipped with a **wearable computer**, headset and goggles can physically ... the **augmented reality game** allows gamers to play in a digitally-enhanced ...

[www.filmmakermagazine.com/blog/2005/06/augmented-reality.php](#) - 15k -

[http://www.google.com/search?num=20&hl=en&q=%22augmented+reality+game%22+%22w...](#) 2/9/06

[Cached](#) - [Similar pages](#)

[PDF] MIND-WARPING: Towards Creating a Compelling Collaborative ...

File Format: PDF/Adobe Acrobat

augmented reality game, patterned as a cross between a martial arts fighting game and an ... community of **wearable computer** users, without the need to ...

dx.doi.org/10.1145/325737.325864 - [Similar pages](#)

Arquake - Wikipedia, the free encyclopedia

Created in the **Wearable Computer** Lab at the University of South ... ARQuake was the first fully working **Augmented Reality game** created for outdoor use. ...

en.wikipedia.org/wiki/Arquake - 12k - [Cached](#) - [Similar pages](#)

Guided by Voices: An Audio Augmented Reality System

The system uses a simple **wearable computer** and a RF based location system to play ... infrastructure we decided to implement an **augmented reality game**. ...

www.gvu.gatech.edu/ccg/publications/icad2000-voices/ - 30k - [Cached](#) - [Similar pages](#)

MIND-WARPING

This paper presents a developing multi-player **augmented reality game**, ... American Sign Language Recognition Using Desk and **Wearable Computer** Based Video, ...

portal.acm.org/citation.cfm?id=325737.325864 - [Similar pages](#)

Outdoor augmented reality gaming on five dollars a day

... towards creating a compelling collaborative **augmented reality game**, ... A **Wearable Computer** System with Augmented Reality to Support Terrestrial ...

portal.acm.org/citation.cfm?id=1082254 - [Similar pages](#)

[[More results from portal.acm.org](#)]

Prof. Steven K. Feiner Professor, Dept. of Computer Science ...

Director, **Wearable Computer** Lab, University of South Australia, Australia ... our ARQuake first person outdoor **augmented reality game** will be presented. ...

crestserver.naist.jp/crest/workshop/2003/20e.html - 11k - [Cached](#) - [Similar pages](#)

[PDF] Challenges of Making Outdoor Augmented Reality Games Playable

File Format: PDF/Adobe Acrobat - [View as HTML](#)

augmented reality game [15]. This system allows for one set of players to operate ... with an Augmented Reality **Wearable Computer**," presented at Fifth ...

crestserver.naist.jp/crest/workshop/2003/01Thomas.pdf - [Similar pages](#)

[PDF] <Scott S

File Format: PDF/Adobe Acrobat - [View as HTML](#)

developed several **augmented reality game** systems such as "RV Border ... devices and services using their keitai, digital camera, or **wearable computer**. ...

www.itofisher.com/PEOPLE/sfisher/COEpresentation_final.pdf - [Similar pages](#)

[PDF] OutdoorAugmented Reality Gaming on Five Dollars a Day

File Format: PDF/Adobe Acrobat - [View as HTML](#)

The **Wearable Computer** Laboratory of the University of. South Australia has been investigating mobile ... **augmented reality game** AR2Hockey (Ohshima 1998), a ...

www.tinmith.net/papers/avery-auic-2005.pdf - [Similar pages](#)

thad starnner - ResearchIndex document query

Using Desk and **Wearable Computer** Based Video Thad Starnner, Joshua Weaver, ...

Collaborative **Augmented Reality Game** Thad Starnner, Bastian Leibe, ...

citeseer.ist.psu.edu/cis?q=Thad+Starnner - 20k - [Cached](#) - [Similar pages](#)

VR Entertainment Research for INTUITION

A **wearable computer** for museum visits. Ancient Sichuan ... **Augmented reality game** with sheep and wolves. DTrack optical tracking,. Bladeships ...

www.tml.tkk.fi/~jaukia/intuition-projects.html - 63k - [Cached](#) - [Similar pages](#)

Googoooooooooooooole ►

"augmented reality game" "wearable"

[Google Home](#) - [Advertising Programs](#) - [Business Solutions](#) - [About Google](#)

<http://www.google.com/search?num=20&hl=en&q=%22augmented+reality+game%22+%22w...> 2/9/06